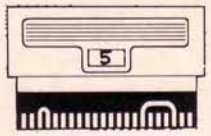
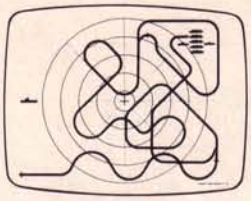
SUBMARINE

. . . navigate your convoy into safe harbor as you pass through dangerous, submarine infested waters!

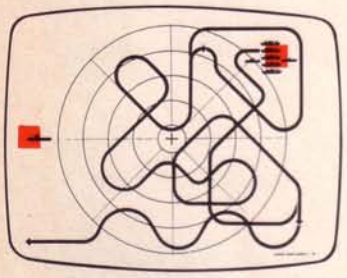
GAME AIDS



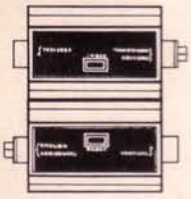
GAME CARD #5



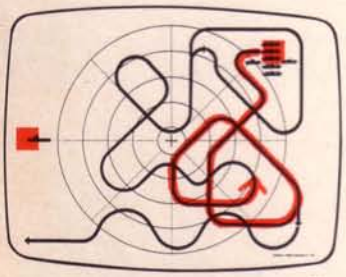
GAME OVERLAY



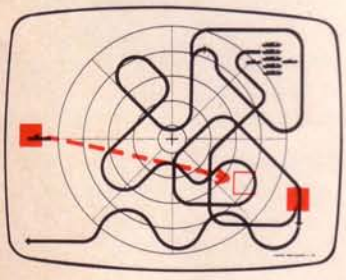
A



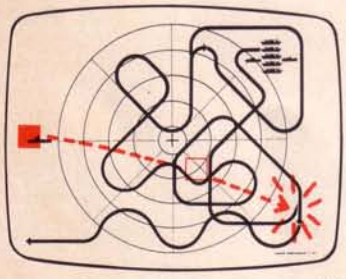
B



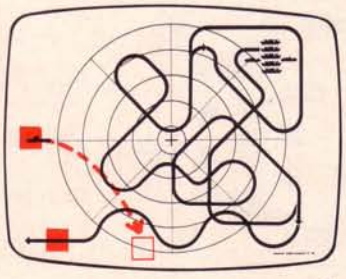
C



D



E



F

SET UP

1. Insert GAME CARD #5 into the Master Control Unit.
2. Place the SUBMARINE Overlay on the screen.
3. Both players set their ENGLISH Controls to the upright center position.
4. **(Illust. A).** The left player, Player 1, is the SUBMARINE CAPTAIN and takes his position on his submarine. The right player, Player 2, is the CONVOY COMMANDER and takes his position on his fleet.
5. **(Illust. B).** Both control units are placed together, as shown.

PLAY

(Illust. C). Using his HORIZONTAL and VERTICAL Controls, the CONVOY COMMANDER navigates his ships (an unlimited number is represented by the ships on the game overlay) along the blue sea lanes.

(Illust. D). The SUBMARINE CAPTAIN launches his torpedoes by pressing his RESET Button. He directs the torpedo's path toward the convoy with his ENGLISH control.

(Illust. E). When a hit is made, both the torpedo and the ship disappear from the screen. The SUBMARINE CAPTAIN reloads his torpedo tube by pressing the CONVOY COMMANDER'S RESET Button. The SUBMARINE CAPTAIN keeps count, out loud, of each ship lost to torpedoes or mines. If the convoy leaves the sea lane, it signifies that it has run into mines and one of the ships is lost

(Illust. F). When the convoy reaches the end of the Sea Lane Path, and is off the screen, it signifies that it has made it into a safe harbor. The CONVOY COMMANDER undertakes 2 more missions and the players then trade controls. The WINNER is the SUBMARINE CAPTAIN who *sinks the most ships* in the 3 missions—from torpedoes or mines.